

**R E A D M E F I R S T !**

**ELECTRONIC ARTS PRESENTS**  
**CD-ROM CLASSICS**  
**SYSTEM SHOCK™**

**Warning to owners of projection televisions:**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

**EPILEPSY WARNING - PLEASE READ BEFORE USING THIS VIDEO GAME SYSTEM  
OR ALLOWING YOUR CHILDREN TO USE IT.**

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

**PRECAUTIONS TO TAKE DURING USE**

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

This document contains all the information that you will need to get this game up and running. There are important sections covering how to produce the necessary boot disk, how to install and run your game, a full key guide and instructions on how to use the Adobe Acrobat on-line document reader.

For further information, the original manuals are provided "on-line" on the CD. These can be read using the included Adobe Acrobat on-line document reader. To use this, see the section "Using the On-Line Documentation".

## System Requirements

**Computer.** *System Shock CD* requires at least an Intel486 DX/33+ MHz or 100% compatible system, and MS-DOS version 5.0 or higher.

**Video Card.** VGA or VESA compliant SVGA video card.

**Hard Drive.** You must have a minimum of 20 megabytes free on your hard drive to install and play this game.

**Joystick (optional).** *System Shock CD* supports standard two-button joysticks, along with the Thrustmaster Mark I, Flight Stick Pro and Gravis Phoenix.

**Mouse.** *System Shock CD* requires a Microsoft or 100% compatible mouse using Microsoft software driver version 7.0 or higher or a 100% compatible driver.

**Memory.** *System Shock CD* uses 530K (542,720 bytes) of conventional RAM (base memory) and at least 3072K (3,145,728 bytes) of extended memory (XMS). You must have a minimum of 4 megabytes of RAM installed in your machine to play from the CD without full speech or SVGA graphics. You must have at least 8 megabytes of RAM to play from the CD *with* full speech and SVGA graphics.

## CD-Specific Features

The CD version of *System Shock* has several features that add to general gameplay. If you have at least 8 MB RAM, you'll experience even more unique features, including full speech for all logs and e-mails, and SVGA capabilities (with a compatible VESA driver).

**Keystrokes.** You have several keystrokes not necessary for gameplay. However, they are given here for your reference:

**ALT 7**

Displays enhanced features.

**ALT 8**

Displays map coordinates and current video mode.

**DEL**

Cuts off speech sequence when logs or e-mails are playing.

**VGA video modes.** VGA video may be adjusted by selecting VIDEO from the Option Menu. You have two VGA video modes available — 320x200 and 320x400. (VGA play recommended for slower machines.)

**SVGA video modes.** If you have a monitor and card with SVGA capabilities and a VESA (or equivalent bios) driver, you can play in SVGA by selecting VIDEO from the Option Menu. You have two SVGA video modes available — 640x400 and 640x480.

**Audio capabilities.** You can now experience digital sound effects through 2, 4 or 8 channels. Choose AUDIO then AUDIO OPTIONS in the Option Menu to change the number of channels. You can also reverse channels (if your speakers are switched).

**Full speech.** All logs and e-mails in the game have been recorded with full speech and ambient sound effects. Certain station functions (such as buttons) also give audio messages.

**VR Headsets.** At the time of publishing, we had insufficient prototype information to document headset operation. For information about how to use your VR headset (Forte VFX1 or CyberMaxx) with this game, contact the manufacturer.

## Installation

Welcome to *System Shock CD*. This guide includes quick installation instructions for users familiar with the installation process, and a detailed, step-by-step guide to installing the game. If you experience any difficulty, consult *Troubleshooting*. To avoid compatibility or memory problems, please take a moment to confirm that your machine matches the *System Requirements*. ***Do not use System Shock CD with disk compression utilities. We cannot guarantee the compatibility of our games with disk compression utilities, and you may corrupt saved games.***

*Note: Before installing any software, run chkdsk from your DOS directory. This searches for any lost allocation chains (pieces of files). If any are found, please run a disk utility to correct these errors on your hard drive. If you have DOS version 6.2, you can run scandisk to fix any errors.*

It's always a good idea to optimize and defragment your drive before installing new software. You can do so using MS-DOS6.0 or higher. At the C:>prompt, change to your DOS directory and type DEFRAG C: /F, then press **[ENTER]**.



## Quick Installation


1. Create a boot disk (see *Creating a Boot Disk*).
2. Insert your new boot disk into the A: drive and reboot your computer. Wait for the DOS prompt.
3. Type the name of your CD-ROM drive (usually D:), then press **[ENTER]**.
4. Type **ORIGIN** **[ENTER]**.
5. Press **[Y]** to install *System Shock CD*. The installation menu appears.
6. Use the arrows to highlight the language you prefer (ENGLISH, FRANCAIS or DEUTSCH), then press **[ENTER]** twice.
7. When prompted, follow the installation steps. (See *Installation Options*.)
8. Press **[ENTER]** when the "Installation complete" message appears.
9. To begin play, switch to the game directory (default is C:\SSHOCK) and type **CDSHOCK** (for machines with 8 or more MB RAM) or **SSHOCK** (for machines with 4MB RAM). Then, press **[ENTER]**.

10. To view/print the playguide and reference card, see *Using the On-Line Documentation*.

## Installation Options

*To change your sound and music card settings, rerun the Install program from the game directory. If AUTO SETUP locks up your system, restart installation and select a different card or manually set up your sound card with the proper settings.*




Use  or  to move the highlighter up and down.


**Note:** *To exit the installation without recording any selections, highlight quit and press .*


- 1-6. Follow Steps 1 through 6 of *Quick Installation*.

7. Highlight **SETUP SOUND SYSTEM**, then press .

8. Highlight **CHOOSE MUSIC CARD**, then press .


Use  or  to highlight the sound card that most closely matches your system, then press .



Highlight **AUTO SETUP** if you want the program to detect the correct settings for the card you've specified, and press .

To choose settings manually, highlight **MANUAL SETUP** and press . You must enter additional card information. Unless you have modified the settings, the defaults suggested by the install program should be correct.

*I/O port setting.* This setting is normally 220.

9. Highlight **CHOOSE DIGITAL CARD**, then press .

Highlight the sound card that most closely matches your system, then press .

Highlight **AUTO SETUP** if you want the program to detect the correct settings for the card you've specified and press . To choose settings manually, highlight **MANUAL SETUP** and press .

If you chose **MANUAL SETUP**, you will be prompted to provide additional card information. Unless you have modified the settings, the defaults suggested by the install program should be correct. The following menus handle this information. The settings available may vary between different card types.

*I/O port setting.* This menu brings up a list of possible values. 220H is the default setting.

*IRQ setting.* This menu gives you a choice of 2, 3, 5, 7 or other (5 is the default for all but the oldest Sound Blaster cards; the oldest default to 7).

*DMA setting.* This menu gives you a choice of 0, 1, or other (1 is the default). Rap-10 users have choices that combine two settings. The default setting is (5, 6). Others are (6, 7) and (7, 5) or other.

Press **[ENTER]** after highlighting each configuration option. After you choose the DMA setting, you will return to the Configuration Menu. (Some cards cause the program to choose the DMA setting automatically.)

10. Highlight **TEST MUSIC CARD**, then press **[ENTER]** to test the configuration. If the card is detected, you receive a message and hear music. If it does not match your hardware, an error message appears. Press any key to stop the test.
11. Highlight **TEST DIGITAL CARD**, then press **[ENTER]** to test the configuration. If the card is detected, you receive a message and hear a sound effect. If it does not match your hardware, an error message appears. Press any key to clear the screen.  
For more information on these settings, see your sound card documentation.  
If you do not hear music or sound effects, even though the program says it detects your card, try a different card configuration.
12. (Optional) To specify a game directory other than the default one (C:\SSHOCK), highlight **CHOOSE INSTALL DIRECTORY**, then press **[ENTER]**. Type the desired drive and path, then press **[ENTER]** again. If you skip this step, the game uses the default directory.
13. (Optional) Highlight **OTHER OPTIONS** and press **[ENTER]** to access joystick, cinematic and gameport options.
14. Highlight **JOYSTICK TYPE** and press **[ENTER]**. Use **[↑]** or **[↓]** to highlight the type of joystick you're using (or choose **NO JOYSTICK**), then press **[ENTER]** to return to the Option Menu.

*Note: System Shock CD supports the Gravis Phoenix joystick. The game CD contains a file that will load a preset list of commands. To load this file:*

- a. Copy **SHOCK.PHX** from the root directory of the CD into the Phoenix directory on your hard drive.
  - b. Switch to the Phoenix directory on your hard drive.
  - c. Type **PHX SHOCK.PHX** **[ENTER]** to load game-specific commands for the joystick.
15. (Optional) The game defaults to VGA for cinematic scenes. To change it, highlight **CUTSCENE TYPE** and press **[ENTER]**.  
Highlight **SVGA** to play cinematic midgames in high video resolution (if you have SVGA capabilities), then press **[ENTER]**. Or, highlight **MCGA** to display cinematic scenes in low video resolution, then press **[ENTER]**.

16. (Optional) If you have a gameport in your portable computer, highlight **NOTEBOOK GAMEPORT**. This option defaults to **DON'T CHECK**. Highlight **CHECK** and press **[ENTER]**.
17. When you are through changing options in the **OTHER OPTIONS** screen, highlight **DONE** and press **[ENTER]** to return to the Main Menu.
18. To exit installation and save the current configuration (without re-installing the game), highlight **SAVE SETTINGS AND EXIT**, then press **[ENTER]**.
19. To exit without installing or saving changes, highlight **QUIT** and press **[ENTER]**.
20. If you're satisfied with the options you selected, highlight **INSTALL SYSTEM SHOCK** and press **[ENTER]**. When installation is complete, you will receive a completion message. Press **[ENTER]** to exit to DOS.
21. To begin play, switch to the drive and directory where the game is installed. Type **CDSHOCK** **[ENTER]** to start the game if you have 8 or more MB RAM; type **SSHOCK** **[ENTER]** if you have 4MB RAM.

## Changing Your Sound Card Configuration

If you ever add a sound card (or change from one sound card to another), you must reconfigure the sound card configuration for *System Shock CD*. Place *System Shock CD* in your CD-ROM drive. Return to the drive and directory where you installed the game (for example, the default is **c:\SSHOCK**) and type **INSTALL**, then press **[ENTER]**. This allows you to change the selections you made when you first installed the game. Highlight **SETUP SOUND SYSTEM** from the Configuration menu and follow Steps 7-11 in *Installation Options*.

You then need to highlight **SAVE SETTINGS AND EXIT**, then press **[ENTER]** to save your sound card changes. Once you start *System Shock CD* again, your new settings will take effect.

## If You Have Trouble Installing

If you have not already, please review the System Requirements for *System Shock CD* to be sure your hardware setup and *System Shock CD* are compatible.

## Memory Requirements

*System Shock CD* uses conventional RAM (base memory) and extended memory (XMS). Though an expanded memory boot disk setup is included in *Creating a Boot Disk*, we recommend using an XMS setup for optimal game performance. You must have a minimum of 4 megabytes of total RAM installed in your machine. Of this memory, you must have at least 3072K (3,145,728 bytes) free XMS memory to run *System Shock CD* using the SSHOCK executable. If you have 7168K (7,340,032 bytes), you will get full speech and SVGA graphics (with a VESA-standard or equivalent bios driver) when you use the CDSHOCK executable file.

To find out how much DOS and XMS memory your computer has available, use the DOS MEM command. From the DOS prompt, type: MEM ENTER.

When the memory information is displayed on the screen, look for the following two listings:

*LARGEST EXECUTABLE PROGRAM SIZE* - this number indicates how much DOS conventional memory is available. You must have at least 530K (542,720 bytes) listed here.

**If you have DOS 5.0, look for this line:**

*BYTES AVAILABLE XMS MEMORY* - this number indicates how much extended memory is available. You must have at least 3072K (3,145,728 bytes) listed here to play without full speech and SVGA graphics (by running SSHOCK). You must have at least 7168K (7,340,032 bytes) listed here to play with full speech and SVGA graphics (by running CDSHOCK).

**If you have DOS 6.0 or higher, look at the last number in the memory table (last column):**

*EXTENDED (XMS)* - the last number on this line indicates how much extended memory is available. You must have at least 3072K (3,145,728 bytes) listed for this entry to run SSHOCK. You must have at least 7168K (7,340,032 bytes) listed here to play with full speech and SVGA graphics (by running CDSHOCK).

## If You Have Trouble Playing ...

If you are experiencing problems running *System Shock CD* or do not have the appropriate amount of memory, it might help to create a separate boot disk and decrease the number of memory resident programs (TSRs) you have loaded. **Do not delete your AUTOEXEC.BAT or CONFIG.SYS files from your hard drive — without them, your computer will not function.**



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# Using the On-Line Documentation

*If you have Microsoft® Windows® or Windows 95 installed, we recommend that you install the Windows version of the Adobe Acrobat reader for greater ease of use when reading the on-line manuals. See below for instructions on installing Acrobat for Windows. If you have already installed the Acrobat reader from another CD-ROM Classics title, it does not need to be re-installed, skip to the To Start Adobe Acrobat for DOS or To Start Adobe Acrobat for Windows section.*

## DOS USERS:

### System requirements for DOS:

- 386 or 486 based PC (486 recommended)
- DOS 5.0 or higher
- 2 MB of available RAM (4 MB or more recommended)
- 4 MB hard disk space
- Microsoft-compatible mouse
- VGA graphics card
- Postscript or LaserJet printer supported

### To install the DOS Adobe Acrobat on-line document reader:

1. Insert the CD in your CD drive.
2. Type **D:** (or the letter of your CD drive, if different) and press **[ENTER]** to move to the CD drive.
3. When you see the "D:" prompt, type **ADOBE\ACRODOS\INSTALL** and press **[ENTER]**.
4. Follow the menu prompts to install the on-line documentation reader.

### To start Adobe Acrobat for DOS:

1. The CD must be in the drive to run the program.
2. Move to the directory where Adobe Acrobat is installed. By default, it is installed in C:\ACRODOS, so you would type:

C: **[ENTER]**

CD\ACRODOS **[ENTER]**

3. Type **ACROBAT** **[ENTER]** to start the program.

### To open an on-line document file:

- Select **Open** from the File menu. (The on-line documents are located on the CD-ROM Classics CD.)

- Double-click on the **D:** (or appropriate CD drive letter) from the DRIVE dialogue box.
- Double-click on the language that you require.
- Double-click on an on-line documentation file to open it.

### **To learn how to use Adobe Acrobat:**

Open the file **HELPREAD.PDF** in the C:\ACRODOS directory on your hard drive. Complete Acrobat instructions are contained in this file.

## **Windows 95 Users:**

### **To install Adobe Acrobat for Windows:**

1. From within Windows 95, Insert the CD in your CD drive. The CD must be in the drive to install and run the program.
2. Click on the **START** button, and select **RUN...**
3. Type **d:\adobe\acrowin\acroread.exe** (If your CD-ROM isn't drive D:, substitute the appropriate letter for 'D').
4. Click **OK** or press **[ENTER]** and follow the instructions on your screen.

### **To start Adobe Acrobat for Windows:**

1. Start Windows and ensure that the CD is in the drive.
2. Click on the **START** button.
3. Select Programs, Adobe Acrobat 2.0, and then Acrobat Reader 2.0

## **Windows 3.1X Users:**

### **System requirements for Windows:**

386-or 486-based PC (486 recommended)

4 MB RAM

Microsoft Windows 3.1 or greater

### **To install Adobe Acrobat for Windows:**

1. Insert the CD in your CD drive. The CD must be in the drive to install and run the program.
2. Start Windows.
3. From the Windows Program Manager, choose **RUN...** from the File menu. The Run dialogue box appears.
4. Type **d:\adobe\acrowin\acroread.exe** (If your CD-ROM isn't drive D:, substitute the appropriate letter for 'D').

5. Click **OK** or press **[ENTER]** and follow the instructions on your screen.

#### **To start Adobe Acrobat for Windows:**

1. Start Windows and ensure that the CD is in the drive.
2. If the Acrobat Reader 2.0 icon is not visible in the Program Manager window, double-click on the **Acrobat program group icon**. The Acrobat window opens.
3. Double-click the **Acrobat Reader 2.0 icon**. The program begins.

#### **To open an on-line document file:**

- Select **Open** from the File menu. (The on-line documents are located on the CD-ROM Classics CD).
- Double-click on the **D:** (or appropriate CD drive letter) from the DRIVE box.
- Double-click on the language that you require.
- Double-click on an on-line documentation file to open it.

#### **To learn how to use Adobe Acrobat:**





- Open the file **HELP\_R.PDF** in the C:\ACROREAD\HELP directory on your hard drive.
- Complete Acrobat instructions are contained in this file.

#### **To print a document file:**


- Select **Print** from the File menu. Choose the range you want to print from the Print Range dialogue box.
- If you receive a "Acrobat does not support printing at this device resolution..." message, increase the resolution in the Print Quality dialogue box.
- In DOS, prior to printing, go into **Print Setup** from the File menu. Choose **Bitmap**, which will provide a list of available printer devices.
- The Adobe Acrobat Document Reader does not support 9-pin printers.

#### **Quick Acrobat Tips:**


- If you have difficulty viewing documents, click on the magnifying glass icon on the bottom of the screen to increase resolution.
- Each document file contains bookmarks that function as an electronic table of contents. To view bookmarks, select Bookmarks and Page from the View menu. The bookmarks appear to the left of the document window.
- To jump to the page associated with a bookmark, double-click on the page icon next to the bookmark.
- To show or hide any subordinate bookmarks, click the triangle to the left of bookmark.


- To move through the document one page at a time click the Previous or Next Page buttons or press the / cursor keys.
- To move through a document one screen at a time, click above or below the scroll box in the scroll bar or press the / keys.

## Creating a Boot Disk

Before creating a boot disk, we recommend that you make a paper copy of your hard drive's **config.sys** and **autoexec.bat** start-up files. Type at the DOS prompt: **type config.sys** 


Either hand-copy or, if you have a printer, use  to generate a printout of this startup file. Now, at the DOS prompt type: **type autoexec.bat** 

Hand copy or use  to generate a printout of this startup file.

To create a separate boot disk, insert a blank high density disk in your A: drive. (**Your computer will not boot from the B: drive.**) From the DOS prompt, type: **format a: /s** 

After the disk is formatted, you must create a **config.sys** and an **autoexec.bat** using the configurations below.

## Modifying CONFIG.SYS

When the DOS prompt returns and the format is complete, type: **edit a:\config.sys** 

When the new screen appears, type in the following commands:

**CONFIG.SYS with XMS setup (no EMS driver)**

```
DEVICE=C:\DOS\HIMEM.SYS
DOS=HIGH
FILES=45
BUFFERS=30
SHELL=C:\DOS\COMMAND\COM C:\DOS /P
DEVICE=C:\<path>\<your sound card driver> <parameters>
```

Type in the information for your sound card exactly as it appears on the printout of your **config.sys** file. It should come from the sound card directory, e.g. C:\SB16\DRV\CTMMSYS.SYS.

```
DEVICE=C:\<path>\<your CD-ROM driver> <parameters>
```

Type in the information for your CD-ROM driver line from the printout of the **config.sys**. It will usually be a line containing the driver name (example: SB CD.SYS) followed by the device name of your CD ROM (example: /D:MSCD001).

## Exiting CONFIG.SYS

After typing these lines, you should exit and save your file. Do so by typing:

**ALT F**  
**X**  
**Y**

## Modifying AUTOEXEC.BAT

Next you need an **autoexec.bat** file on your boot disk. Type: **edit a:\autoexec.bat** **ENTER**

When the new screen appears, type:

```
@ ECHO OFF
PROMPT $P$G
PATH=C:\DOS
C:\path>\<your mouse driver>
```

Each mouse driver is loaded differently. See *Mouse Setup*.

<MSCDEX LINE>

Copy the MSCDEX.EXE line from your hard drive **autoexec.bat** file exactly as it appears.

<SOUND CARD LINES>

Copy your sound card lines as they appear in your hard drive **autoexec.bat**. Include **SET BLASTER**, **SET SOUND**, and any other lines that contain the sound card directory.

```
C:
CD \<game directory>
```

(The **autoexec.bat** file does not vary with different memory drivers.)

Exit and save this file by typing:

**ALT F**  
**X**  
**Y**

## To Use Your New Boot Disk

Turn your computer off, insert your new boot disk in your A: drive and turn the computer back on. The boot disk should run and automatically take you into the *System Shock* game directory.

## Installation Fails

If the installation should fail, an error message should tell you the nature of the problem. See *Troubleshooting* for solutions to some common problems. If you continue having problems even after creating a separate boot disk, try deleting the game from your computer and booting from the boot disk. Then, reinstall the game from the CD. (Note that this will delete any saved games you might already have.)

## Troubleshooting

If you have not already, please review the *System Requirements* for *System Shock CD* to ensure that you comply.

### Mouse and Joystick Problems

**Q:** *Why won't my joystick work correctly?*

**A:** Be sure that your joystick has been calibrated. (You may need to recalibrate it after you exit cyberspace.) To do so, open the Option screen (**[ESC]**) and then click **INPUT**. Click **CENTER JOYSTICK**, then place your joystick in the center position and press **[ENTER]**. If this does not solve the problem, contact *Electronic Arts Customer Service*. A speed-adjustable gamecard may help solve joystick problems on high-end systems.

**Q:** *My mouse is not working with System Shock. My mouse works with all of my other software applications — why not with System Shock?*

**A:** If your mouse does not work with *System Shock CD*, first check to see if your mouse has been loaded in the **autoexec.bat** file you are booting from. It will be either on your boot disk (if you're using one) or on your hard drive. *Windows* and many other "multi-tasking" environments load their own built-in mouse driver. These drivers will not operate outside of their shell environment. Loading a driver into the DOS environment can be as simple as typing **MOUSE [ENTER]** at the command prompt. For example: **C:\>MOUSE [ENTER]**  
This command can differ from mouse driver software to mouse driver software. Consult your mouse user's guide and *Mouse Setup*, for further details.

### Memory and Configuration Problems

**Q:** *System Shock exited to DOS with this error: "DOS/16M: [some number] cannot allocate transfer buffer." What does this mean?*

**A:** You have too many items loaded into your conventional (base) memory. You must have at least 530K (542,720 bytes) free to play *System Shock CD*. If you're not using a boot disk, make one using the steps listed in *Creating a Boot Disk*.

**Q:** *System Shock threw me out to DOS with a fatal memory error. It said "Not enough memory." What's wrong?*

**A:** You are trying to play the game using the **SSHOCK** executable and have less than 3072K (3,145,728 bytes) free extended memory (XMS), or you're using the **CDSHOCK** executable and have less than 7168K (7,340,032 bytes) free extended memory (XMS).

To find out how much memory you have, use the DOS command MEM and look at the BYTES AVAILABLE XMS MEMORY line for DOS 5.0. For DOS 6.0 and higher, look at the EXTENDED XMS line. It should indicate at least 3072K free extended memory. This is the amount of extended memory available. If this number is less than 3072K, modify the **autoexec. bat** and **config.sys** files on your boot disk. Refer to *Creating a Boot Disk*, for instructions on making a system boot disk for *System Shock CD*.

**Q: While I was playing System Shock, the game exited to DOS with this message: "Could not find palette." How can I fix this?**

A: The game needs more files than you have specified in your **CONFIG.SYS**. Follow the onscreen instructions and modify your boot disk files as indicated. You will then need to reboot your system with the boot disk in the A: drive.

**Q: Why does my computer crash when I try to play System Shock while I am logged into our LAN (local area network)?**

A: LAN software often tries to take over the same system resources that System Shock CD uses. Sometimes the two can coexist, but often they can't. If you have strange problems with System Shock CD while your LAN drivers are loaded, try booting from a clean boot disk that does not load your LAN drivers. Please refer to *Creating a Boot Disk*.

## Audio Problems

**Q: I have a 100% Sound Blaster- compatible sound card, but I'm not getting any sound. Why not?**

A: Your sound card may have to be put into Sound Blaster emulation through its software or a switch, or you may need to change the port configuration for your card (check your sound card documentation).

**Q: I have a Roland RAP-10 sound card. It was detected during installation, so why am I having problems during gameplay?**

A: (DMA channels) *System Shock CD* is one of the first games to support full stereo sound effects and speech on the Roland RAP-10 card. The RAP-10 does, however, require two available high (16-bit) DMA channels, and one may be conflicting with a peripheral (such as a SCSI card or network adapter). The install program defaults to DMA channels 5 and 6. You may wish to try other DMA channel pairs. Some motherboard chip sets may not know how to handle high (16-bit) DMA.

A: (IRQ setting) Looping or stuttering sound effects may be caused by an IRQ port conflict. If you have changed your RAP-10's IRQ default setting (9), you must manually configure *System Shock CD* in the install program for the new setting. Some sound cards (such as the Creative Labs Sound Blaster 16 and Sound Galaxy SC400) have their own MPU-401 MIDI interfaces that default to IRQ channel 2.



This can cause conflicts with both IRQ channels 2 and 9 on cards such as the RAP-10. Simply disabling these MPU-401 interfaces may not be enough to avoid IRQ conflicts with the RAP-10. If problems persist, it may be necessary to remove the other sound card or change the RAP-10's IRQ jumper setting. Additionally, be sure that the I/O addresses are different between your RAP-10 and your other sound card's MPU-401 interface.

## **Other Common Problems**

**Q:** *Why does my computer crash when I try to play System Shock through Microsoft Windows (or OS/2, Desqview or DOS 5.0 Task Swapper)?*

**A:** "Multi-tasking environments" — *Windows, Desqview, Software Carousel, DOS 5.0 Task Swapper* and so forth — often conflict in their use of memory and other system resources with *System Shock CD*. We do not recommend playing *System Shock CD* under these circumstances. Even if you do run the game under a multi-tasker, do not swap to another application while playing. Your system may crash if you try to suspend *System Shock CD* to run another program. In general, we recommend that you log out of *Windows* (or similar applications) and play from the DOS prompt.

**Q:** *After I play System Shock CD for an hour or two, the game seems to grow sluggish. Am I imagining things, or is this a common problem?*

**A:** Sometimes playing the game for an extended period of time does cause the program to slow down. Save your game, then exit and power down your system. After a few minutes, restart *System Shock* and load your saved game. This should solve the problem.

**Q:** *Occasionally, I can't reload a save-game file. The game will load, but my machine locks up or the game environment does strange things. Why?*

**A:** Make a boot disk. Also, don't use a compressed drive (e.g., *Double Space* or *Stacker*). Because games like *System Shock CD* frequently access the hard drive, disk compression sometimes causes problems.

**Q:** *System Shock still doesn't work after I made a boot disk and/or modified my config.sys and autoexec.bat files.*

**A:** Copy down the error code and information the computer displayed when it quit to DOS. Then see *Electronic Arts Customer Service*.

## Mouse Setup

Be sure that you are using a 100% Microsoft-compatible mouse driver — a Microsoft version 7.0 or higher mouse driver is preferable. If you are using a boot disk, this driver must be loaded within your boot disk configuration. Since the command line may differ from mouse to mouse, consult your hard drive's **autoexec.bat** by typing at the DOS prompt: **type c:\autoexec.bat**. Look for your mouse driver line and copy it into your boot disk's **autoexec.bat**. Consult your mouse user's guide for more detailed instructions on loading the mouse driver for your computer.

## Disk Cache Programs

We do not recommend using a disk cache if you have less than 8 megabytes of free RAM. If you have 8 MB or more of RAM and want to install SMARTDRV.EXE (a disk caching program), we recommend that you allocate 1024K of memory to the disk cache. We also recommend using the SMARTDrive versions from Windows 3.1 or DOS 6.0. If you use a disk cache with only 8MB, you may not have enough XMS memory available to run CDSHOCK, though SSHOCK should run fine.

*Note: Though other disk cache programs may work with System Shock CD, we cannot guarantee compatibility.*

On machines with more than 4 MB of free RAM, *System Shock CD* uses up to 2 more megs for advanced features as long as that extra memory has not been allocated to a disk cache. If you install SMARTDrive, add the following line to the beginning of your AUTOEXEC.BAT file. (You may also need to change the path, depending upon where your disk cache program is located.)

C:\DOS\SMARTDRV.EXE 1024 C *(The letter after 1024 should match the drive where the game is installed.)*

## I/O and IRQ Ports

If you've selected an incorrect I/O or IRQ port setting for your music or sound card, sound and music won't play and you'll get an error message when you test the card. The game may also lock up. Type INSTALL **[ENTER]** from the game directory and re-install your sound system with appropriate settings. (See *Changing Your Sound Card Configuration*.)

## General MIDI

*System Shock CD* has joined the next generation of music quality with its support of the General MIDI standard as defined by the MPU-401 instruction set. At the time of publishing, only a few cards support MPU-401. These cards include Roland SCC-1, Roland RAP-10, Ensoniq Soundscape, Creative Labs Sound Blaster 16 with attached General MIDI daughterboard (such as the Wave Blaster), and Creative Labs Sound Blaster ASP 16 with attached daughterboard. Other manufacturers have already released, or are planning to release, sound cards that utilize the MPU-401 instruction set. However, sound cards that use a memory-resident program (TSR) to emulate MPU-401 may not work with this software.

*Note: Some General MIDI sound cards offer digitized speech or sound effect capabilities. Review your sound card documentation or contact the manufacturer if you have any questions.*

## Specific Sound Card Information

*System Shock CD* natively supports (without using emulation techniques) cards listed in this section. However, some music and sound cards require you to load special drivers and/or choose specific ports:

**Sound Blaster AWE32.** The game natively supports the AWE Synthesizer chip located on your sound card. You do not need to load any emulation drivers to receive General MIDI-quality music support. Simply load **AWEUTIL** (from your sound card directory) in your **autoexec.bat** with its default parameters. Also, select the same I/O port for music and digital sound effects.

**ProAudio Spectrum.** Although this game does not directly support ProAudio Spectrum, this card type can use the Sound Blaster emulation mode to play music and sound effects. When using one of these, make sure you have the drivers configured correctly for Sound Blaster emulation and that they are not loaded into high memory.

If you have ProAudio Spectrum, select **SOUND BLASTER** for both music and digitized sound effects (during installation). (Refer to **readme.txt** by running the install program and choosing **VIEW README**.)

**Roland RAP-10.** *System Shock CD* is one of the first games to use the Rap-10 card for both sound and digital effects. The CD version of this game supports both. If you're having problems with the game locking up, or with sound effects looping or stuttering, you may have DMA or IRQ conflicts. Refer to *Audio Problems* in the *Troubleshooting* section.

**Ensoniq Soundscape.** This game supports the Ensoniq Soundscape along with its General MIDI capabilities. In your **autoexec.bat**, load **SSINT /1** (from your sound card directory) prior to starting *System Shock CD*. Select 330 for the I/O port for music, 220 for digital sound effects. Choose an IRQ setting of 5 and a DMA setting of 1.

# REFERENCE CARD

## Starting the Game

Enter the *System Shock* directory (default is C:\SHOCK). Type **sshock** and press **[ENTER]**. Type **cdshock** **[ENTER]** to run the enhanced CD version if you have 8MB RAM or more. Click on play intro, new game, credits or continue (only appears after you save games). For new games, set difficulty levels (0 is easiest, 3 most difficult), type your name and click **START**.

## Manipulating Objects

**Select** item in Inventory/buttons in MFDs ...Left-click

**Identify** item in viewscreen

**Activate** side icon

**Open** Inventory/MFDs

**Fire** .....Right-click

**Swing Weapon**

**Move** .....Left-click-and-drag

**Use** item in viewscreen .....Double-left-click (or **[ALT]**-left-click)

**Pick up** item in viewscreen

**Activate** Inventory hardware

**Place** item in Inventory/MFDs .....

1. **Pick up** item in viewscreen
2. Left-click on Inventory panel/MFD (or on Inventory button in Full-Screen)

**Use** item on an object.....

1. **Use** item in Inventory
2. **Use** object in viewscreen

**Activate** Hardware.....

1. **Select** Side Icon (or **use** from Inventory)

**Discard** item .....

1. **Select** Inventory page button
2. Right-click on item name
3. Right-click in viewscreen

**Throw** item .....

1. **Select** Inventory page button
2. Right-click on item name
3. Right-click-and-drag in viewscreen
4. Release button

**Destroy** useless item .....

1. **Select** Inventory page button
2. **Select** item name
3. **Select** item MFD
4. **Select** vaporize

# Cyberspace

## Jack into cyberspace

Use software programs in Inventory ..... Double-left-click (or **[ALT]**-left-click) on terminal.

**Identify** ..... Left-click

**Open** Inventory/MFDs

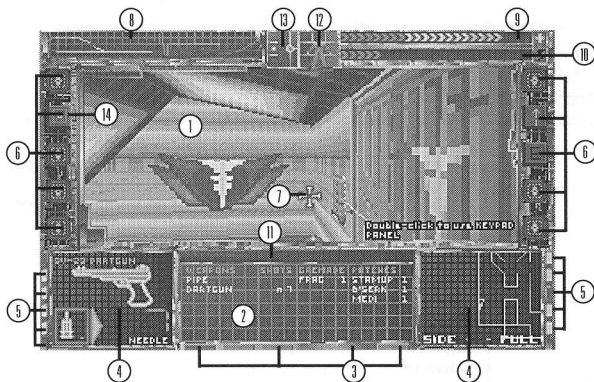
Select Pulsar or Drill software in Inventory

**Move** ..... Left-click and hold or hold down **SPACEBAR**.

**Pick up** software and scan data ..... Collide with item

**Fire** combat software ..... Right-click

## Neural Interface



1. Viewscreen
2. Inventory Panel
3. Inventory Panel button
4. MFD
5. MFD button
6. Side Icon
7. Cursor
8. Bio-Monitor
9. Health Indicator
10. Energy level Indicator
11. Message Line
12. Posture Control
13. View Angle Control
14. Full-Screen Switch

### 2-3. Inventory Panel

MAIN.....Weapons, grenades and patches

HARDWARE.....Hardware attachments

GENERAL.....Battery packs, first-aid kits, logic probes, etc.

SOFTWARE.....Cyberspace software programs

### 4-5. Multi-Functional Displays (MFDs)

Press the appropriate button to turn the display on/off.

Left or Right MFD	Name	Function
<b>F1</b> or <b>F6</b>	WEAPON	Configures weapons for firing, shows ammo types and heat levels.
<b>F2</b> or <b>F7</b>	ITEM	Displays information about items in inventory.
<b>F3</b> or <b>F8</b>	AUTOMAP	Generates a map of the station as you explore.
<b>F4</b> or <b>F9</b>	TARGET	Displays targeting hardware output and data about targeted creatures.
<b>F5</b> or <b>F10</b>	DATA	Displays output from hardware/information about fixtures, keypads, containers and corpses.

## 6. Hardware Side Icons

Press the appropriate button to turn the hardware on/off.

### Left Side icons

- 1** Bioscan (monitors biological state)
- 2** Full-Screen View (removes interface)
- 3** Sense-around (360-degree view)
- 4** Lantern (brightens dark areas)
- 5** Energy Shield (provides body shield)

### Right Side icons

- 6** Night Sight (infrared view attachment)
- 7** Navigation Module (electronic compass)
- 8** Multimedia Reader (e-mail/log reader)
- 9** Motion Boost (skates)
- 0** Jump Jet (flight boots)

## 8. Bio-Monitor

Frequent peaks indicate high levels, infrequent peaks represent low levels.

*Light Red line* .....Heart rate (relative fatigue)

*Light Blue line* .....Energy usage

*Purple line* .....Chi brain wave

*Yellow line* .....Bio-contaminant exposure

*Dark Blue line* .....Radiation exposure

## Weapons

**Choosing a Weapon.** Select (left-click) main Inventory button. Select a weapon. Open (left-click) either weapon MFD to configure the weapon. (Or, use **TAB** to cycle through weapons.)

**Loading/Unloading Firearms.** Select a weapon, then select an ammunition icon in the weapon MFD. Unload by double-left-clicking.

**Adjusting Beam Weapons.** Move the MFD slider left or right to control intensity. Click **OVERLOAD** for a powerful blast (drains more energy).

**Firing a Weapon.** Place the cursor on top of the target (for firearms and beam weapons). Right-click to **fire** or **swing** weapons.

**Throwing Grenades.** Select MAIN Inventory button. Double-left-click on a grenade name, then throw the grenade. (Place the mouse cursor over your target, then right-click.)

**Applying Patches.** Select MAIN Inventory button, then **use** (double-left-click) a patch name or click **APPLY** in the ITEM MFD.

## Automap










- Left-click on either AUTOMAP MFD button.
- Click on “-” to back the map out, click on “+” to zoom the map in.
- Click FULL (lower right) for full-view (pauses the game and displays full-screen map and menu).
- Click SIDE (lower left) for cross-section view of the station.

## Option Menu

1. **[ESC]** (or left-click the upper lefthand corner of the screen)
2. Left-click option to change it/view sub-options
3. **[RETURN]** or **[ESC]** to resume play

## Joystick Commands

Move diagonally to combine movements. Use the mouse to move your cursor.

	<i>Toggles mouse control over to joystick</i>
	<i>Walk/run forward (press slightly to walk, further to run)</i>
	<i>Walk backward</i>
	<i>Turn left</i>
	<i>Turn right</i>
Button #2 + 	<i>Sidestep left</i>
Button #2 + 	<i>Sidestep right</i>
Button #2 + 	<i>Look up</i>
Button #2 + 	<i>Look down</i>
Trigger	<i>Fire/swing weapon</i>
Button #2	<i>Use item in viewscreen (door, puzzle, etc.)</i>

## Cyberspace Joystick Commands

		<i>Dive or pitch downward</i>
		<i>Climb or pitch upward</i>
		<i>Bank left</i>
		<i>Bank right</i>
Button #2 +		<i>Roll left</i>
Button #2 +		<i>Roll right</i>
Trigger		<i>Fire/swing weapon</i>

## Cyberman Commands

Move, aim and fire by manipulating the Cyberman like a mouse – slide the device horizontally while pressing the left and right buttons. The *middle* button combines with movement to control leaning and view angle:

- To **lean**, press the middle button and tilt the device left or right.
- To **change your view angle**, press the middle button and tilt the device forward or backward.

## Keyboard Commands

	Run forward
or	Walk forward
or	Walk backward
or	Turn left
or	Turn right
or	Sidestep left
or	Sidestep right
or	Lean left (while standing or crouching)
or	Lean right (while standing or crouching)
	Negate lean
SPACEBAR	Jump
SPACEBAR  or	Climb
	Stand
	Crouch



<b>B</b>	Prone
<b>R</b> or <b>CTRL</b> <b>↑</b>	Look up
<b>V</b> or <b>CTRL</b> <b>↓</b>	Look down
<b>F</b>	Center view
<b>PAGE UP</b> and <b>PAGE DOWN</b>	Change Inventory page
<b>TAB</b> and <b>SHIFT</b> <b>TAB</b>	Cycle through weapons in Inventory
<b>CTRL</b> <b>A</b>	Display full-screen map
<b>CTRL</b> <b>S</b>	Save game
<b>CTRL</b> <b>L</b>	Load game
<b>ALT</b> <b>X</b>	Exit game
<b>ALT</b> <b>O</b>	Display interface description
<b>ALT</b> <b>H</b>	Activate on-line help
<b>SHIFT</b> <b>?</b>	Display on-line reference card
<b>PAUSE</b>	Pause game
<b>ESC</b>	Open Option screen /Pause game

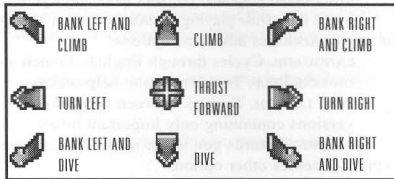
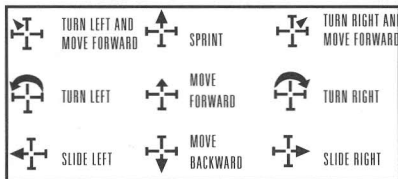
## Cyberspace Commands

<b>W</b> or <b>↑</b>	Climb or pitch upward
<b>X</b> or <b>↓</b>	Dive or pitch downward
<b>S</b> or SPACEBAR	Thrust or move forward
<b>A</b> or <b>←</b>	Bank left
<b>D</b> or <b>→</b>	Bank right
<b>Q</b> or <b>Z</b>	Roll left
<b>E</b> or <b>C</b>	Roll right
<b>ENTER</b> or right-click	Fire software weapon

## Moving with a Mouse

- To move, place your cursor in the viewscreen, then left-click-and-hold. The cursor location and shape determines the direction of motion.
- To increase speed, move the cursor away from the center of the viewscreen.

**Fatigue.** To rest, slow down, stop moving for a few seconds, or apply Staminup dermal patches.



**Climbing.** Move face-first against a ladder or climbable wall. Click-and-hold both mouse buttons and move forward.

**View and Posture.** Left-click in the View Angle Control and Posture Control boxes or use keyboard.

## Option Menu

You must be playing the game to access the game options. To bring up the menu, press **[ESC]** or move your cursor to the upper-left corner of the screen. You'll see "Click for Options." When you left-click in this spot, the Option menu appears in your Inventory Panel.

**SELECT** (left-click) an option to change it.

**SELECT** the **RETURN** option or press **[ESC]** again to return to the game.

**LOAD GAME** (**[CTRL]** **[L]**). Displays list of saved games. Select the game you want to load.

**SAVE GAME** (**[CTRL]** **[S]**). Displays save game slots. Select a slot, then type a short description (up to 30 characters) and press **[ENTER]**.

**AUDIO.** Adjusts music and sound effects (not available if you haven't correctly configured your sound card).

**MUSIC.** Adjusts music volume (left-click-and-drag the slider).

**DIGITAL FX.** Adjusts digital sound effects volume (left-click-and-drag the slider). Cards without digital control will display a button that toggles sound ON/OFF instead.

**AUDIO MESSAGES VOLUME.** Adjusts volume of audio logs and e-mails (left-click-and-drag the slider).

**MESSAGES.** Selects how e-mail and log messages display, either as **TEXT**, **SPEECH** or **BOTH**.

**VIDEO.** Adjusts video display.

**VIDEO MODE.** Adjusts screen resolution. The highlighted buttons are modes supported by your video card. The first two (320x200 and 320x400) are VGA modes; the other two (640x400 and 640x480) are SVGA modes that require a VESA (or equivalent bios) driver.

**GAMMA CORRECTION.** Adjusts the overall lighting level (left-click and drag the slider left or right).

**DETAIL.** Adjusts level of graphics detail to MIN/LOW/HIGH/MAX. The MIN mode has a faster frame rate but has lower-detail graphics. The MAX mode has a slower frame rate but high-detail graphics. (If you want a faster frame rate while playing in MAX mode, don't remove the interface screen.)

**OPTIONS.** Accesses advanced options:

**LANGUAGE.** Cycles through English, French and German versions of text and speech.

**ON-LINE HELP.** Toggles on-line help ON/OFF.

**TEXT LENGTH.** Toggles between NORMAL/TERSE text (longer messages with extra fiction/abridged versions containing only important info).

**RETURN.** Returns you to the main Option menu.

**INPUT.** Accesses other options.

**POP-UP CURSORS.** Toggles the text cursors on the Inventory and MFD buttons ON/OFF.

**MOUSE HAND.** Switches the LEFT and RIGHT mouse buttons.

**CENTER JOYSTICK.** Allows you to reset center position of joystick.

**DOUBLE-CLICK.** Lets you set double-click speed. Left-click-and-drag the slider left or right.

**RETURN.** Returns you to the main Option menu.

**RETURN.** Returns you to the game.

**QUIT.** Exits the game without saving.

## Technical Support

If, after thoroughly reviewing ALL the documentation, you are still having a problem with this software, please read the following section.

Electronic Arts has a staff of customer service technicians ready to help you with any problems you may encounter with the game. Electronic Arts Customer Service is available Monday to Friday during normal business hours on (01753) 546465.

Today's PCs run with millions of different hardware and software combinations. Because of this, you may also have to refer to your computer dealer or hardware manufacturer in order to properly configure their product to run with our game.

When you call, if at all possible, be near your computer. If it is not possible, make sure you have the following information ready:

- The error message displayed when the problem occurred (if any).
- A listing of your machine type and hardware contents, including CPU, sound and video board details.
- The DOS version number you are currently running.
- Your mouse and driver type.
- The contents of your CONFIG.SYS and AUTOEXEC.BAT files.
- Your CD-ROM drive type and CD-ROM extensions version, if fitted.
- The contents of a CHKDSK and MEM/C statement.

Or you may write to us at the following address, including the above information.

Electronic Arts Customer Service, P.O. Box 835, Slough, Berkshire, England SL3 8XP

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